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Players: 1-4

IMPORTANT! Read Instruction Manual for important safety and health information.

For use only with Xbox 360 game consoles with "NFS" designation. Unauthorized copying, reverse engineering, reproduction, public performance, rental, pay for play, or distribution of copy protected is strictly prohibited.

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[illegible]

Microsoft



ENCORE

TEEN

BLOOD
SUGGESTIVE THEMES
VIOLENCE

Visit www.esrb.org or call 1-800-771-3772 for Rating information.

USER MANUAL

TEEN
T
CONTENT RATED BY
ESRB



Safety Information

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

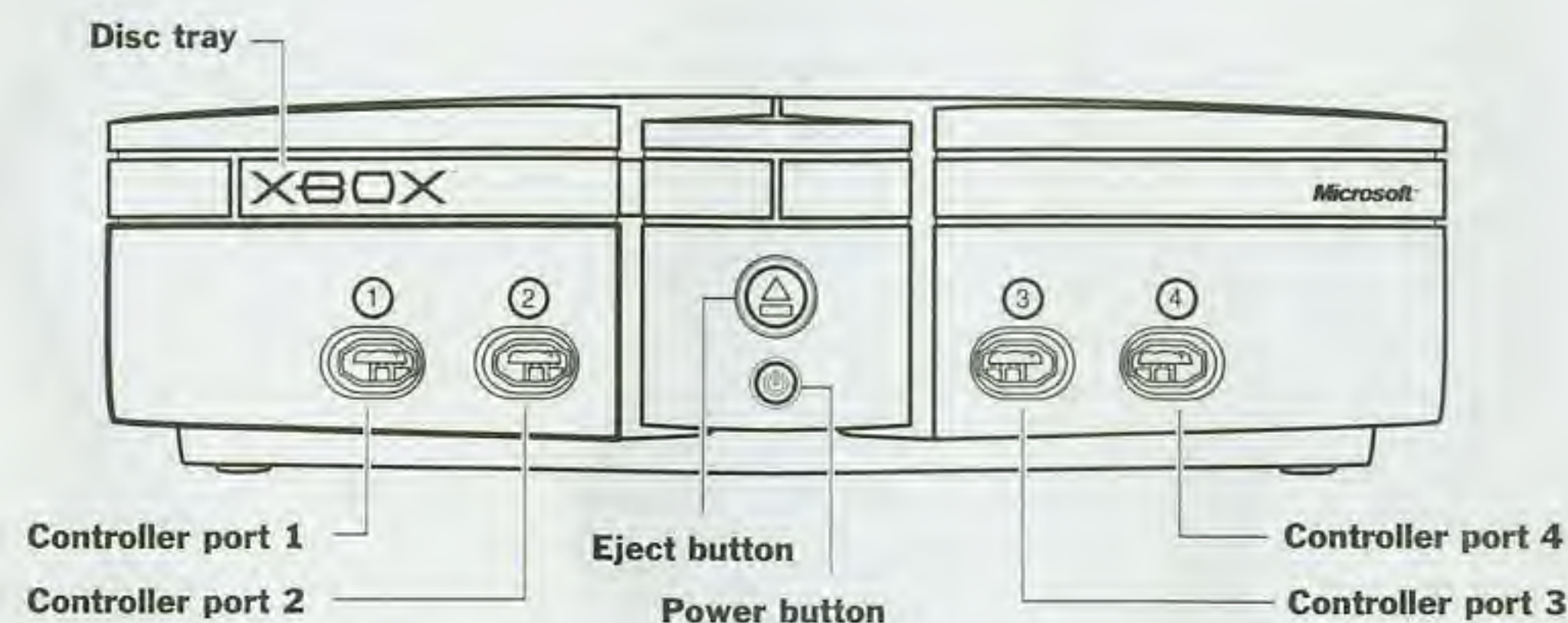
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Using the Xbox™ Video Game System

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Circus Maximus: Chariot Wars* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Circus Maximus: Chariot Wars*.



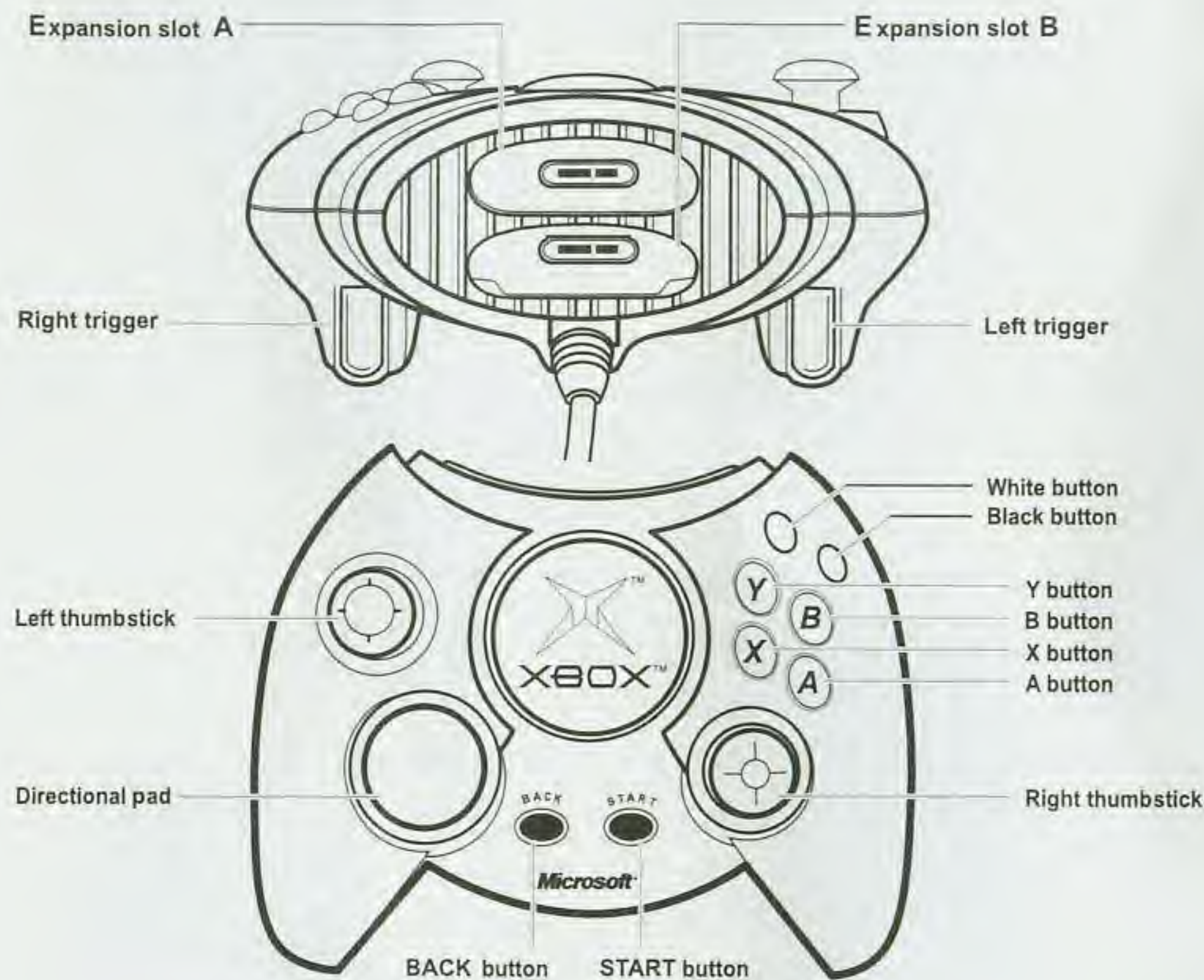
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Circus Maximus: Chariot Wars*.



Welcome to *Circus Maximus™: Chariot Wars*

Circus Maximus: Chariot Wars is a brutal mix of racing and combat set during the height of Imperial Rome. The Great Circus provides entertainment to thousands of cheering crowds throughout the Empire. The greatest champions from the furthest reaches of the Empire have gathered to compete in the tournament to determine who is the greatest in the known world, and who will receive recognition from the Emperor himself!

As one of the many charioteers in *Circus Maximus: Chariot Wars*, you will strive to earn glory while racing through settings in the ancient Roman Empire. Compete in the northernmost expansion of the Empire in Britannia, or the cold, harsh lands of Germania, all to reach the ultimate arena, the great Circus Maximus. There is room for only one Champion of the Circus. Second place is the first loser!

Fighting and driving are equally important. Each team has a warrior to protect the driver during the race, and these warriors are proficient in dealing out damage to any who stray too close. Prepare for some racing thuggery as you attempt to survive *Circus Maximus: Chariot Wars*!

Main Menu

Circus / Arcade: Compete in a single-player race. Select any of the unlocked tracks and characters. Do well, and your name may be entered in the Hall of Heroes.

Empire / Multiplayer: Compete in a multi-player race. Two players may compete against each other in head-to-head competition, or you may work as a team - one as the driver and the other as the warrior - to face your enemies. Up to four players may compete at the same time.

Career / Tournament: In this career mode, compete along all the courses in the Empire to become the supreme champion. Earn dinari to advance your way through the courses. Winning unlocks new tracks and new characters.

Academy / Training Challenges: Learn basic and advanced fighting and driving techniques from legendary charioteer, Sallus.

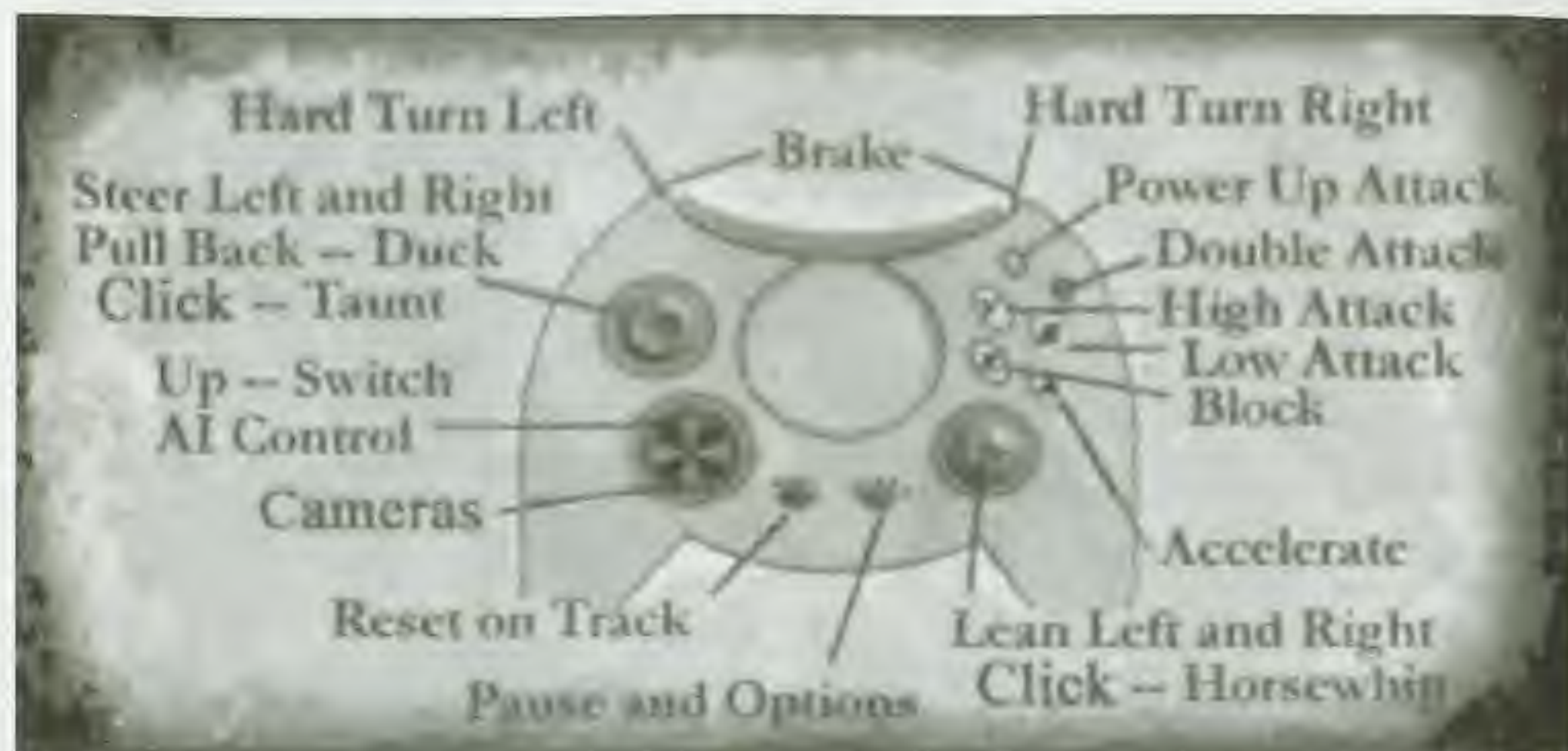
Hall of Heroes / High Scores: The greatest charioteers are listed here. Each track lists high score rankings for Most Dinari Earned, Most Kills, Fastest Lap Time and Fastest Race Time. Only the best have what it takes to enter the Hall of Heroes.

Options / Display and Audio: Here you can adjust certain aspects of gameplay.



Game Controls

In Single Player mode, you control both the driver and the warrior. In Multiplayer cooperative mode, one player controls the driver while the other controls the warrior.



DRIVER

- Left Thumbstick stick left and right - steer chariot
- Right Thumbstick stick left and right - lean warrior
- Right Thumbstick stick button - whip horses
- Directional Pad down - look back
- Directional Pad up - auto drive
- A Button - accelerate
- Left trigger - hard turn left
- Left trigger - hard turn right
- Press both triggers to brake

WARRIOR

- Left Thumbstick stick down - duck
- Left Thumbstick stick button - taunt
- B Button - low attack
- X Button - block
- Y Button - high attack
- White button - finisher attack
- Black button - double attack

Selecting a Team

There are four elements to a chariot team: the chariot, the horses, the warrior and the driver. On the Team Select Screen, you can select any of the unlocked options.

Press left or right on the directional pad to move between the different elements on this screen. Press up or down on the directional pad to cycle through the available choices.

Information about the selected item is displayed in the upper-right corner of the screen. Learn about the chariot's handling, the horses' stamina and speed, the drivers and warriors.



The lower right hand corner of the screen contains the currently selected team. The warrior is on the left; the driver is on the right. The chariot is listed directly below the charioteers, and the horses are displayed on the bottom line.

Once you have selected the chariot team you wish to use, Press the A Button to advance to the next screen.

Game Screen



Health: This bar measures the health of your chariot team. Take enough damage during combat to deplete your health and the chariot will crash. If you crash from falling in combat, your health will be reset at full. Crash by making a mistake while driving, your health will be reset at its previous level, so watch where you're driving!

Opponent Health: Whenever you are close to another chariot team, their health meter will display on screen. The warrior's name is also shown to identify the other team.

Skulls: In Death Matches, you will see a row of skull icons. These represent the number of kills you must attain in order to emerge victorious. Skull icons also represent the number of kills your opponents have attained.

Pace Meter: This meter displays how much stamina the horses have during the race. Keep the level of the meter in the center of the bar in the light green area. At this level, the horses will perform at their best. If you go into the yellow or red areas by whipping the horses too hard, you will gain a short burst of speed; however, they will tire quickly and slow down or stop.

Track display: This map documents your location and all your opponents on the racecourse. You are indicated by an orange dot.

Driver and Warrior icons: These icons indicate which character the player is controlling. By default, you control both the driver and warrior during a race. However, you can switch to allow the auto-driver (A.I.) to manage the chariot and horses while you take control of the warrior. Keep in mind that the auto-driver may not always do what you want him to do.

Position: This displays your position in the race, from first to fourth.

Lap: Indicates the lap you are currently racing, and the total number of laps in the race.

Time: This shows your overall race time.

Dinari: This indicates how much dinari you have earned. You earn dinari during a race by performing certain actions. The crowd likes to reward entertaining mayhem, and will throw coins your way for defeating opponents in battle, taking shortcuts, grabbing pick-ups, balancing on one wheel and running over hapless bystanders, among other things.

Pick-up Effect: These icons indicate any special abilities your team may acquire. The game has a shield, speed, 2X damage, throwable weapon and health pick-ups.



Shield



Speed



2X Damage



Throwable
Weapon

All of these on-screen items can be turned off in the Options menu.

Playing the Game

Here are some tips and strategies to use to help you in Circus Maximus:

- Taunt – Taunting during a race will initiate combat with a nearby chariot team. Use this technique when you are gaining on a rival chariot team to make them pull back to engage you in combat.
- Use Pick-ups whenever possible
 - Health pick-ups restore your team's health. If your wheel is about to fall off the health pick-up repairs your chariot.
 - The Speed pick-up gives your horses a short burst of speed, but be careful through turns as the chariot is tougher to control.
 - The 2X pick-up gives your warrior the ability to cause double damage attacks.
 - The Shield pick-up protects you from taking any damage from all attacks (though you will take some if another warrior has the 2X pick-up). It is the only way to protect yourself from thrown weapons.
 - The Throwable Weapon pick-up allows your warrior to hurl his weapon at a nearby team, instantly wiping them out unless they are protected by a Shield pick-up. Be careful though, if you take damage you will lose your throwable weapon. You have to use it or lose it!
- Lean going into turns – if you anticipate turns by leaning before you get there, you can take the turns at a much greater speed.
- Use your Finisher attack to vanquish stunned opponents – this attack is devastating, but your warrior is vulnerable while performing it. Wait for an opponent to become stunned before using this attack.
- Look for shortcuts and hidden pick-ups – there are shortcuts and alternate routes in the courses, keep an eye open for them. The Throwable Weapon pick-ups are especially hard to find and are often hidden.

Modes

CIRCUS / ARCADE RACE

Circus is the Arcade Mode of the game. Select a chariot team and track in this mode to compete in a single race.

On the Track Select screen, you can choose to race on any of the available tracks in the game (Britannia, Cyprus and the Circus of Nero are available from the beginning). You can unlock new tracks and new gameplay modes by progressing through the Tournament.

EMPIRE / MULTIPLAYER

Circus Maximus: Chariot Wars can be played with up to four players. The Empire Screen will allow you to assign players to either Team 1 or Team 2. Two players can race head-to-head against each other, or they can race cooperatively on the same team against a full field of opponents. Three or four players can play at once, with up to two players per chariot team.

When racing as a cooperative team, one player controls the driver and the other controls the warrior. Under Moderate or Advanced Difficulty, the warrior must lean to keep the chariot on the ground through turns.

CAREER / TOURNAMENT

You must earn the right to compete at the Circus Maximus if you wish to be Champion and receive the Emperor's approval. Start your career in the furthest reaches of the realm before you are able to compete in Rome herself.

Earn enough dinari on each track and you will gather enough fame to progress to new courses. Periodically, you must compete in brutal Death Matches and survive, to prove your worthiness for the next track.

Progress through the tournament and new courses, Death Matches and chariot teams will be unlocked. Remember, you can switch elements of your chariot team out at any point in the tournament. So if your favorite charioteer unlocks midway through the Tournament, feel free to recruit him for your purposes.

ACADEMY / TRAINING CHALLENGES

Sallus is one of the greatest champions the Circus has ever seen, and he has been charged by the Emperor to train the next generation of charioteers. He has set up a series of challenges to teach you basic and advanced techniques. Mastering these challenges will give you the skills you will need to become the next Champion of the Circus.



The first ten challenges are available from the outset of the game. New challenges can be unlocked as you progress through the Tournament.

HALL OF HEROES / HIGH SCORES

The Hall of Heroes lists the best achievements of the greatest champions in the Empire. Will your name rank among them? The top scores for each track are listed, ranking the top five charioteers in Dinari Earned, Most Kills, Fastest Lap Time and Fastest Race Time.

HALL OF HEROES									
Score					Fast Lap				
1	Aurora	3500	1	Gargantus	03:44.00	1	Gargantus	17:04.00	
2	Praetorius	3375	2	Celadus	03:49.19	2	Celadus	15:18.20	
3	Talos	3300	3	Tiberius	03:58.39	3	Meios	17:34.45	
4	Valeria	3000	4	Meios	04:04.00	4	Fiberius	17:49.00	
5	Kalunga	3000	5	Rebeka	04:17.10	5	Rebeka	17:53.00	
Kills					Race Time				
1	Aurora	11	1	Gargantus	17:04.00	1	Gargantus	17:04.00	
2	Kalunga	9	2	Celadus	15:18.20	2	Celadus	15:18.20	
3	Praetorius	8	3	Meios	17:34.45	3	Meios	17:34.45	
4	Marcus	6	4	Fiberius	17:49.00	4	Fiberius	17:49.00	
5	Talos	5	5	Rebeka	17:53.00	5	Rebeka	17:53.00	

OPTIONS / DISPLAY AND AUDIO

- Display – Select items to display on the on-screen interface. A red light next to the icon means that item is currently being displayed in game.
- Audio – Adjust the volume of the music, taunts, sound effects and ambience.
- Difficulty – Select the level of difficulty. In order to unlock all tracks and teams, you must compete on the Advanced difficulty level.
- Game Play – here you can turn on/off the rumble setting on your controller. You can also turn on/off the replay cameras in the game.

Levels of Difficulty

There are three levels of difficulty in *Circus Maximus: Chariot Wars*:

NOVICE

In this level, leaning is not necessary; your chariot will stay on the ground through turns. Opponents will be slow to block your attacks, and are not extremely aggressive in combat. Playing through the Tournament on the Novice Difficulty will unlock new Tracks.

MODERATE

Leaning will be necessary in sharp turns, or turns taken at full speed in this level. It is still difficult to tip the chariot over, but it can happen if you're not careful. Opponents will block your attacks more frequently, and are much more aggressive in combat. Playing through the Tournament on the Moderate Difficulty will unlock new Tracks and will unlock the Death Matches.

ADVANCED

The Advanced Difficulty level is where champions are born. Your warrior needs to anticipate turns by leaning early to help keep your speed up. Your opponents

are at their best, blocking attacks frequently and fighting very aggressively. *Playing through the Tournament on the Advanced Difficulty will unlock new Tracks, unlock Death Matches, and will unlock champion Chariot Teams.*

Pause Screen and Instant Replay

During a race, pressing the **START** button will pause the game. From the **Pause Menu**, you can choose to **Continue** the current race from the point it was paused, **Restart** the race from the beginning, **Quit** out of the race and return to the **Main Menu**, or view the **Instant Replay**.

The Instant Replay records the previous 30 seconds of gameplay. Go to the Instant Replay to view spectacular crashes or to relive your defeat over a hated foe. You can pause the replay to capture specific frames of action. Exiting out of the Instant Replay will take you back into the race.

Meet the Charioteers

Only the greatest chariot drivers and warriors from throughout the Empire survive to compete in the great Circus Maximus. Here are the charioteers that have risen to the top.

TEAM AFRICAN

Chief Kalunga – Warrior chieftain of the nomadic peoples of the dark continent. A chance encounter with the legions of Rome has turned into a lifelong quest to bringing down the Empire one opponent at a time.

Maja – A proud African hunter, one of a group of sisters who sought out truth in the Empire of the north, far from her home deep in the savanna of central Africa. Her time spent riding in her homeland, and her innate connection to animals gives her a strong driving advantage.

TEAM AMAZON

Valeria the Amazon – Raised in a small Amazonian village, Valeria broke all traditions and left to seek glory in the Arenas of the Roman Empire. Only the sting of her whip exceeds her beauty.

Rebeka of Thermi – One of the two charioteers from the Mediterranean island of Lesbos, Rebeka is a skilled driver, and a devout lover of the thrill of the race. With her partner, Valeria, she has competed across the Mediterranean, winning much acclaim.

TEAM ROMAN

Tiberius – One of the special chariot division of the African corps of Legionnaires, Tiberius has fought his way across northern Africa, the Near East, and the Balkans. In the growing peace and decadence of the Empire, he has had to turn to the circus to find the thrill of his former life.

Marcus – A hard bitten centurion, Marcus fell from grace in the Germanic wars, and stripped of his rank and privilege, has sought out a new life, spending his blood and sweat for the thrill of the fans in the circus.

TEAM GREEK

Talos – Little is known about this titanic warrior. His contempt for the gods is exceeded only by his love of battle. It is said The Fates have condemned him to live or die each day by the will of his trident.

Metos – The best charioteer in all of Greece, famous for his skill, bravery, and his winning smile. His bust decorates gardens beneath the Parthenon, and his name drops from the lips of virgins from Athens to Nicopolis. Now, he strives to bring his fame beyond Greece to Egypt, Germania and glorious Rome.

TEAM GLADIATOR

Aurora of Ostia – A rough kid from the back streets of a grimy portside town at the mouth of the Tiber, Aurora has never been one to back down from a challenge. Her life of vice and crime eventually landed her in the Coliseum, where her skill in combat singled her out for service in the Circus.

Gargantus – A showman and a warrior. He was once an infantryman in the African Legions, now a professional charioteer in search of reliving his thrills as a driver in the ring. He is popular with the Roman crowds as a long-time champion, and an almost unbeatable foe.

TEAM PAGAN

Praetorius – A former Praetorian Guard, he abandoned his post for the glory of the great race. A practiced warrior, he cares nothing for his own life for he knows after deserting the service of Rome, he is already dead.

Celtillus – One of the Iceni tribe from Britannia, Celtillus has earned the reputation as one of the fiercest and craziest of charioteers, taking life-threatening risks with a smile on his face.

TEAM HUN

Gensoric the Hun – The emotionless expression of this Eastern warrior lends no hint to the fire that burns within. Once consumed with hatred for the Empire, he has now joined with it, and willingly promotes the great spectacle of Rome.

Wulf – A horse barbarian of the northern tribes, he was one of the first waves of warriors that struck the northern provinces, and was thus taken captive. Never seeking to learn the uncouth language of the Romans, he can barely speak in coherent sentences. Even among his wild brethren, he is known as "The Crazy One" and often froths at the mouth when over excited.

TEAM EGYPTIAN

Princess Khensa – A beautiful princess of the Old Kingdom, who has cast aside her nobility and her royalty to ride in the Circus. Some say she is crazy to risk herself so, others know that her need for the thrill of speed and danger is so great, than nothing else could appease her.

Charac the Destroyer, High Priest of Zagros – A crazed desert madman from Egypt, few know his ways, or understand his desires, but many have felt his cruel wrath.

TEAM GERMAN

Ursinius – The rogue leader of the Germanic tribes, who knows only the lust for battle, the thrill of speed and the spoils they provide. Ursinius knows they are not a conquered people!

Gretchen – She is a barbarian woman of the frozen harsh lands of Germania. She is a favorite of the locals, who have never seen a woman so ponderously powerful. Don't let her girth fool you – beneath it all beats the strong Teutonic heart of a German barbarian.

TEAM FANTASY

Scorpius of Mauritania – A charioteer from the mercenary bands of northern Africa, Scorpius has fought his way through the rough coliseums of Africa and Asia Minor. His skill with the chariot has few equals.

The Minotaur of Crete – A trick of the Great Circus, or a legend made real? No one can say, as few that have come close enough to meet his terrible wrath have lived to tell the tale.

TRAINERS

Sallus – He was one of the premier charioteers in the empire for many years until he retired. Now he teaches the next generation of charioteers all the tricks of the trade.

Agrippa – One of the finest charioteers ever to graduate from the training of Sallus, Agrippa is a master of precision driving. Together with his teacher, they form a team that still has plenty to teach the new generation of champions.

Tracks

Race along courses scattered throughout the Roman Empire. You must compete in the Tournament in Advanced mode to unlock all of the tracks.

BRITANIA

Race along the rolling hills of ancient Britain, the furthest limit of Roman rule.

CYPRUS

This track is set along the hills and cliffs of the beautiful sun dappled Greek island.

GERMANIA

Winding through the snow-blanketed Germanic forest, this course is on the outskirts of the Empire.

ALEXANDRIA

Alexandria is a grand city mixing the ancient style of the Egyptians with the new splendors of Greek and Rome.

ROME

Here, under the eyes of thousands of Roman citizens, and the Emperor himself, vie for the title of Supreme Chariot Master.

CIRCUS NERO

Set in the hills to the West of Rome, there is no exit from the circus. All action in the Circus of Nero takes place within the circus itself.

CIRCUS MAXIMUS

The final track in the tournament, where winning brings everlasting glory. Only the greatest of the charioteers are allowed to race in the Circus Maximus.

Horses

Each horse has certain strengths and weakness. Choose your horses carefully, factoring in the chariot and track conditions.

You must compete in the Tournament in Advance mode to unlock all of the horses.

HORSE	SPEED	STAMINA
AFRICAN	HIGH	LOW
AMAZON	MEDIUM	MEDIUM
GREEK	LOW	MEDIUM
ROMAN	HIGH	MEDIUM
EGYPTIAN	MEDIUM	HIGH
FANTASY	LOW	HIGH
GERMAN	LOW	HIGH
HUN	MEDIUM	MEDIUM
GLADIATOR	LOW	MEDIUM
TRAINER	MEDIUM	LOW
ICENI	HIGH	HIGH

Chariots

At the beginning of each race, you may choose from a variety of chariots. The interaction of the chariot with the horses, the environment, and the driver makes this an important decision.

You must compete in the Tournament in Advanced mode to unlock all the chariots.

CHARIOT	TRACTION	HANDLING
AFRICAN	HIGH	FIRM FRAME, CORNERS WELL
AMAZON	LOW	LIGHTWEIGHT AND RESPONSIVE
GREEK	HIGH	DEPENDABLE AND EASY TO CONTROL
ROMAN	MEDIUM	CHARIOT OF CHOICE
EGYPTIAN	MEDIUM	ORNAMENTAL BUT FUNCTIONAL
FANTASY	LOW	BUILT FOR SPEED BUT HARD TO CONTROL
GERMAN	HIGH	HEAVY, STURDY AND DIFFICULT TO TIP
HUN	MEDIUM	EFFECTIVE ON A VARIETY OF TERRAIN
ICENI	HIGH	FINELY CRAFTED QUICK HANDLING
GLADIATOR	MEDIUM	WELL BUILT, QUICK AND INTIMIDATING
TRAINER	MEDIUM	NICE BALANCE OF SPEED AND CONTROL

Credits

Kodiak Interactive – "CIRCUS MAXIMVS" Team

Elizabeth Abbott – Voices
John Bacon – Programmer
Solomon Blaz – Audio Programmer
Chris Braymen – Audio Programmer
Cesar Dacol – Character Modeler
Jon Dean – President
Brian Decaria – Test Lead
George Dechiara – Technical Artist
Pierre Fortin – Graphic Artist
Patrick Halliday – QA
Bryon Hapgood – Programmer
Devon Hargaves – QA
Mark Henrichsen – Speech Designer
Robin Huff – Voices
Tom Hudson – Art Director
Pete Ivey – Technologist
Kelly Kofoed – Environmental Modeler
Kevin Kralian – Technologist
Mike Lampell – Director of Technology
Cameron Landies – QA
Mike Lott – Art Pre-Production
Nathan Magro – QA
Dave Manning – QA
Rogério Mendes – Technical Artist
Neal Middleton – Voice
Paul Mombourquette – Animator
Ian Morris – QA Manager
Karen Muro – Sound Designer
Dave Murrant – Director of Project Support Group
Chris Natsumme – Designer
Lee Phung – Texture Artist
Randy Platt – Programmer
Rich Reagan – Pre-Production
Josh Rogers – Voices
Mary Scriven – Texture Artist
Shawn Sears – QA
Chris Sehy – Programmer
Tony Simerman – Producer
Dwain Skinner – Programmer
Jonathan Slager – CEO
Kevin Snider – Texture Artist
Nathan Sumsion – Designer
Fraser Sunderland – Animator
Tom Ta – Technical Artist
Shaun Tullis – Studio Art Director

Martin Uresti – QA
Marita Viselli – Public Relations
Brandon Voeller – Texture Artist
Don Wells – Programmer
John Woznack – Technical Lead
Luke Ye – Environmental Modeler
Jim Young – Programmer

MUSIC

Big Idea Music Productions Inc. – Music
Chuck E. Myers, Tino Saiki, and Brady Ellis – Composers
Linda Rowberry, Neal Middleton, Sydney Powers, and Melissa Petty – Vocals
Bjorn Thorsrud, Tino Saiki and Brady Ellis – Guitar
Lisle Moore – Live Brass
Recorded and Mixed at Big Idea Studios in Salt Lake City, Utah

ENCORE, INC.

Development

VP, Product Development – Sylvia Martinez
Senior Producer – Eric DeMilt
Associate Producer – Daniel Ramirez
Associate Producer – Ed Turner
Lead QA – Fadi Awed
QA – Ron Duke
QA – Andrew Simpson

Marketing

VP, Marketing – Jill Griffin
VP, New Business Development – Richard Lowenthal
Director of Marketing – Betsi Shepherd
Product Manager – Candice Uyloan
Asst. Product Manager – Teresa Lee
Creative Services Manager – Thom Dohner
Production Coordinator – Jill Crowe
Sr. Graphic Designer – June M. Seefeldt
Traffic Coordinator – Andy Alvarez

**"Thanks to all the Kodiak staff, our families and friends for their support
during the making of Circus Maximus"**

Warranty

90-DAY LIMITED WARRANTY

Encore Software, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of this software that the medium on which it is recorded will be free from defect in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90 day period without charge.

To receive this warranty service:

1. Register your product at: www.encoresoftware.com
2. Retain your original purchase receipt or order copy from your point of purchase. Replacements or refunds require this document.

This warranty shall not apply if the disc has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REMEDIES

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